http://www.replacementdocs.com

ATV Offroad Fury® Blazin' Trails

EVERYONE

E

CONTENT RATED BY ESRB

INSTRUCTION MANUAL

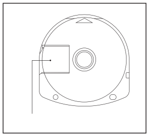
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP™ handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

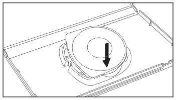
Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the TV screen. • Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. • Do not use the system when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

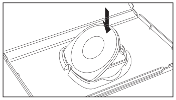
• This disc is PSP™ format software and is intended for use with the PSP handheld entertainment system only. If the disc is used with other devices, damage to the disc or to the device may result. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP system's wireless network feature to off when using the PSP on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially -available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause system damage or malfunction. • SCEA will not be held liable for damage resulting from the misuse of discs.





Ejecting the disc

Press the right side of the disc unit it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side unit it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

ATV Offroad Fury® Blazin' Trails Tips and Hints

Game Hint Guide Information PlayStation Underground Game Guides.

For free hints and tips visit us at **www.us.playstation.com.** Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PSP™ and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

UCUS 98603

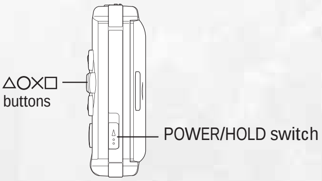
Table of Contents

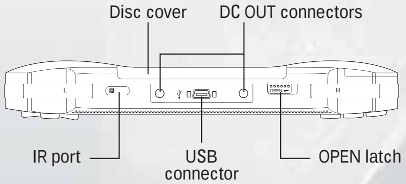
Getting Started 2
Starting Up 3
Controls 4
Player Profile 7
Unlock Features with Championship Credits 7
Main Menu 8
The Game Screen 10
Take the Training Course! . .11
Driving an ATV 12
The Event Types 14
Single Event Modes 16
Championship (SINGLE PLAYER) . .17
The Garage 18
Career History 20
Shop Menu 20
The Pause Menu 22
Multiplayer 23
Online Community 24
Ad Hoc Play 26
Online Play Options 26
The Mini Games 27
Credits 30
Warranty Information 37

SAFETY ALERT

The ATVs in this video game may differ from actual ATVs in shape, color and performance. The racing experience in this video game is intended to be fanciful; do not try these moves in real life. The vehicles portrayed in this video game are recommended only for highly experienced riders 16 years of age and older. Be a responsible rider. Riding an ATV is an exercise in responsibility – to yourself, to others and to the environment. An ATV is not a toy and can be hazardous to operate. For your safety, wear a helmet, eye protection and protective clothing, and never ride on paved surfaces or public roads. Never carry passengers, and never engage in stunt riding. Avoid excessive speeds, and be particularly careful on difficult terrain. And keep in mind that riding does not mix with drugs or alcohol. The ATV manufacturers and SCEA recommend that all ATV riders take a riding course and read their owner's manual thoroughly. ATV purchasers should take the free ASI training by calling 800-887-2887.

Getting Started





Set up your PSP™ handheld entertainment system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the ATV Offroad Fury® Blazin' Trails disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP handheld's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press ⊗ on the PSP handheld to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD while it is playing.

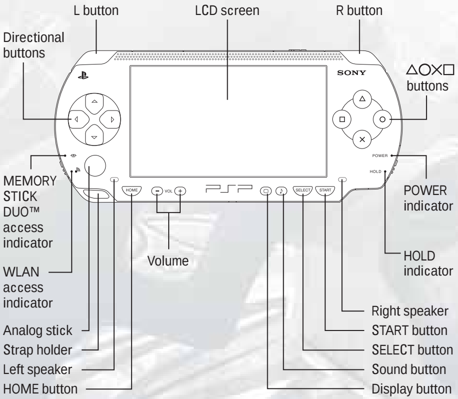
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP handheld. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Starting Up

PSP™ handheld entertainment system configuration



Wi-Fi (WLAN) Features

Software titles that support Wi-Fi functionality allow you to communicate with other PSP™ systems, download data and compete against other players via connection to a wireless local area network (WLAN).

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP™ systems to communicate directly with each other.

INFRASTRUCTURE MODE

Infrastructure mode is a Wi-Fi feature that allows the PSP™ system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

Hint: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

Controls

Note: Controls below are shown using the analog stick. The directional buttons can be used in place of the analog stick.

Menu Controls

Select menu item	analog stick ↑ / ↓
Change setting	analog stick ←/→
Confirm / Accept selection	X
Previous screen	Triangle
Pause / start game	START

Basic ATV Controls

Steer	analog stick
Accelerate	X
Brake	Square
Reverse	X + Square
Lean forward	analog stick ↑
Lean back / Wheelie	analog stick ↓
Power slide	R (while accelerating)
Preload for jump snap analog stick	analog stick ↓ at jump base, then ↑ just before peak of jump
Reset ATV	Circle + Triangle + R

Stunts

Wheelie	analog stick ↓
Scorpion	Triangle + analog stick ↑
Endo	Square + analog stick ↑
Bicycle	L + analog stick ←/ →
No Hander	Triangle + analog stick ↓
Rodeo	Triangle + analog stick ←
Heel Clicker	Triangle + analog stick →
No Footed Can Can	Circle + analog stick ↑
Cat Nac	Circle + analog stick ↓
Double Heart Attack	Circle + analog stick ←
Tail Grab	Circle + analog stick →
Point Back	L + analog stick ↑
Nac Nac	L + analog stick ↓
Can Can	L + analog stick ←
Saran Wrap	L + analog stick →
Heart Attack Indian Air	Triangle + Circle + analog stick ↑
One-Footed Cordova	Triangle + Circle + analog stick ↓
Disco Can	Triangle + Circle + analog stick ←
Boogie Nights	Triangle + Circle + analog stick →
Cordova	L + Triangle + analog stick ↑
Bar Hop	L + Triangle + analog stick ↓
Tweak Air	L + Triangle + analog stick ←
One Handed Indian Air	L + Triangle + analog stick →
Tsunami	L + Circle + analog stick ↑
Indian Air	L + Circle + analog stick ↓
Sidewinder	L + Circle + analog stick ←
Shaolin	L + Circle + analog stick →
Holy Man	L + Triangle + Circle + analog stick ↑
Cliffhanger	L + Triangle + Circle + analog stick ↓
Lazy Boy	L + Triangle + Circle + analog stick ←
Pendulum	L + Triangle + Circle + analog stick →

Camera

Cycle through camera views	SELECT
Look Back	L + R

Waypoint Editor

Rotate camera	analog stick
Move cursor	directional buttons
Place new gate	✕
Edit existing gate	✕
Delete gate	△
Rotate gate	L / R
Hide/Show editor controls	□
Snap to first/next gate	R
Snap to previous gate	L
Reset Gate	○
Toggle edit and drive mode	SELECT

Logo Editor

Select layer	analog stick ⬆ / ⬇
Show new layers	✕
Rotate layer	□ (hold) + analog stick ⬆ / ⬇
Resize layer	✕ (hold) + analog stick
Skew layer	□ (hold) + analog stick ⬅ / ➡
Delete layer	□
Copy / Paste layer	○
Enter layer field	△
Order	SELECT
Look Back	L + R

Virtual Keyboard Controls

Highlight character	analog stick
Select / type character	✕
Backspace / delete character	□
OK Entry and close virtual keyboard	○
Move Cursor	L / R

Player Profile

You must create a Player Profile before playing ATV Offroad Fury Blazin' Trails. The Player Profile is stored on a Memory Stick Duo™.

When prompted to create a profile, press ✕ and enter your player name using the virtual keyboard. The Autosave feature will save all future data to your profile.

What is saved to your profile

- Your profile name and rating — Rookie, Amateur, Professional or Champion in every event.
- Progress including percentage of Single Player Championship completion, earned Credits and win percentages.
- Stats including lap times, scores, records for best performance in all categories.
- All purchases and unlocked items, including ATVs, parts, clothing, tracks, and sponsor logos.
- Any rider or ATV customization.

Player profile menu

Manage your profile from here. On the Main Menu, select OPTIONS and PROFILE.

LOAD — Load a profile for gameplay. Any game mode you select will depend on data stored in the loaded profile.

CREATE — Create a new profile. You can have up to four profiles.

DELETE — Delete a profile.

Unlock Features with Championship Credits

Compete in Single Player Championship competitions and win Credits to buy (unlock) important items for your racing career including new ATVs, parts, rider gear, tracks, mini games and music videos. Use the Championship to open up game features for Multiplayer competitions.

See "Championship (Single Player)" on page 17.

You also unlock tracks and logos during championship participation and wins without spending Credits.

See "Shop Menu" on page 20 to see the selection of items for sale.

Main Menu

SINGLE PLAYER

Take the training course, compete in single events or whole championships. Design custom Enduro courses using the Waypoint editor.

Single Events

Choose this to just get into the action in your favorite event. See “The Event Types” on page 14 for descriptions of the events.

Championship

This is a career move. Select an event and go for domination. Earn Credits with Championship victories to unlock other game features, including track locations, events, and new ATVs. See “Championship (Single Player)” on page 17.

MULTIPLAYER

ONLINE PLAY — Play ATV Offroad Fury Blazin’ Trails Online (page 23).

AD HOC PLAY — Play against your friends using the PSP system's wireless Wi-Fi technology for a quick game.

ONLINE COMMUNITY — Communicate with your buddies, see the scoreboards and check your Online Status.

HALL OF FAME

View the best performances by event and location to see how you stack up. View player stats and records.

Options

PLAYER PROFILE — Create and manage up to four profiles. Apply Cheats here too.

GAME SETTINGS — Change Autosave and game volume settings.

OVERLAY SETTINGS — Turn specific Display features on the Game Screen ON/OFF.

CONTROLS — View the in-game control configuration.

JUKE BOX — Edit your musical playlist from the available songs.

MOVIES — View unlocked movies.

The Game Screen

Note: Not all features appear in all modes.
Select OVERLAY / OPTIONS on the Pause Menu to turn these displays ON / OFF during gameplay.

POSITION — See your position and the total racers and view rider position by name.

LEAD — See how you are leading or trailing in the race by time. When the number is green, you have the lead over the 2nd place rider by the displayed time. When it's red, you are trailing the leader by that time.

LAP — Laps completed and total laps.

TIME — This is your current lap time.

BEST LAP TIME — Your best lap time for the current race.

Note: Because the start position on most tracks is not located at the same position as the finish line, first lap times do not count toward Hall of Fame entries and are not saved to your Player Profile.

TOTAL — This is the total elapsed time for the race.

SPEEDOMETER — Displays your speed and gear position.

PRELOAD METER FOR JUMPS — Use the preload meter to power your jumps. See "Get Air by Preloading the Suspension" on page 12.

RADAR / MINIMAP or **RADAR / COMPASS** — Shows course, rider positions and waypoints.

• Single Player is the red dot.

• The Radar / Compass appears in place of the Minimap during Enduros and some Freestyle Objective events so you can navigate toward a waypoint or an objective.

Note: All players in online races will be represented by a teal dot.

DIRECTION ARROW — The arrow appears to direct you back on track when you're going the wrong way.

STUNT IN PROGRESS — During execution of stunts, the stunt name, possible points and possible combo multiplier appear here. Pull off the stunt or combo and the points turn green to indicate a successful stunt. These points are added to the Stunt Score. If the stunt name and score turns red, no points were awarded.

STUNT SCORE — Complete a stunt attempt successfully and the points are added to this total.

Take the Training Course!

On the Main Menu, select SINGLE PLAYER and TRAINING. First, watch the demonstration video for the lesson. Use the DVD player controls to view the video. Pass basic lessons to unlock the more advanced one. Complete a lesson within a specified time to attain a Bronze, Silver or Gold reward and unlock some very cool toys.

Driving an ATV

- Steer your ATV with the analog stick ⬅ / ➡.
- Accelerate by pressing ⊗.
- To brake, press ■.
- To drive in reverse, press the ⊗ + ■.

The Ground War

When you steer the ATV on the ground, you automatically throw your weight to the right or left as you use the analog stick. At the same time, you can throw your weight backwards (analog stick ⬇). Hold it while accelerating and you pop a wheelie. ATV capabilities, shock adjustment, gear ratios and your skill influence turn handling. Surface conditions, such as mud, snow and dirt influence traction.

POWER SLIDING

Use the power slide technique to swerve into and out of turns. At full throttle, press R and slide into a tight turn. This is an alternative to braking before entering a turn. Learn when to release R at just the right point in the turn to minimize loss of speed.

Nailing the Holeshot

Take the lead into the first turn for the holeshot and score bonus points.

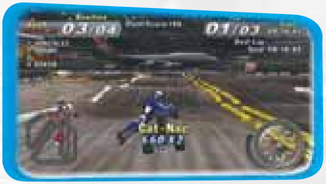
GET AIR BY PRELOADING THE SUSPENSION

Preloading powers your jump for massive hang time and distance. Big air is essential for busting huge trick combos. Good landings begin with precision preloading that gets just the right amount of air. Watch the Preload Meter (near the Speedometer). When it's colored blue, you can preload the jump. Press the analog stick ⬇ and then snap it ⬆ as you hit the peak of the jump. The more the meter fills with Yellow and Red, the more air you achieve during the jump and the greater the distance you will travel.

Stick the landing

While airborne, use the analog stick to shift the ATV angle to match the landing surface. Wipeouts happen when you hit the ground at a bad angle (too heavy on the front or back wheels) or place extreme pressure on one wheel. Hit the down slope of the landing to maintain speed.

Stunts, Stunt Combos and Linking Stunts



Don't waste flight time. Pull stunts while airborne to score points. See "Stunts" in the control section on page 5. To get some serious points, combine stunts during one jump to create combos that result in a point multiplier.

LINKING STUNTS

Keep that point multiplier going even when you hit the ground by pulling ground stunts before launching off the next ramp into your next air combo.

ATV PERFORMANCE

Even with an amateur level ATV, the right tires, shocks and gear ratio have a dramatic effect on performance. Check these items before each event. As you gain Credits (to shop for performance parts) your options increase.

TIRES

Select TIRES from the ATV/Rider Menu that appears after you select an event. The right rubber can get you the checkered flag or a ride over a cliff. Weather and terrain are two factors that should guide tire selection. Check your tire choice against the Track Information on the Event/Championship Screen, then choose the tire with the highest rating.

TUNE-UPS

Select TUNE on the ATV/RIDER Menu that appears after you select an event. Tune-ups include adjusting shocks (front and rear) and changing the gear ratio of the ATV. Shock settings influence handling. Gear ratios influence engine power for acceleration and top speed.

The Event Types

Each event has an Amateur and Pro Class. Most events are locked when you begin. Single Player Championship victories unlock additional events that then become available for Single Player and Multiplayer events.

Supercross

Supercross is stadium racing where you can become a crowd-pleasing hero or choke in front of a huge audience. These indoor events feature almost constant turning and jumping so your preloading and power sliding skills must be topflight. Pure speed is less important than quick acceleration.

Nationals

These outdoor events feature high-quality venues with well-designed courses designed for the best riders. Though weather conditions can be a factor, the real challenges are built into the course.

Enduro

Enduro competitions pit you against the competition and the environment in equal measures. The Rules: Make it through the gates in the proper order while nature and terrain tear into you and your machine. Slog through mud, snow or sand while dodging stumps, cliffs and other riders. Use the Direction Arrow to navigate to each checkpoint.

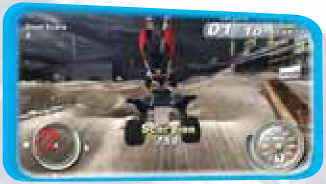
• The Compass/Radar displays the next checkpoint as a green icon and the one after as a yellow icon.

Short Track

Short tracks are just that…short. But this does not make them easy. If you are constantly unable to nail your technique on a specific turns, you lose fractions of a second, while other riders increase their lead.

Freestyle (Classic)

Display your airborne artistry and insanity by pulling off incredible stunts. Freestyle events can take place wherever there is huge air potential. That could be over a cliff, off a rooftop or from a gigantic ramp.



• Hold a single stunt as long as possible to raise your score.

• Stunt combos rake in more points than single stunts by creating a stunt multiplier.

• Variation scores the most points. Pulling the same stunt over-and-over gets you less points each time.

• You are racing against the clock.

Freestyle Objective

Clear all the objectives within a time limit.

Hit Green or Red Targets — Hit all the floating targets. Using the Radar/Compass to navigate.

Bust Combos — Stomp a required number of combos within the time limit.

Score — Score a required number of stunt points within a time limit.

Link Stunts — Link airborne stunt combos using ground tricks.

Olympics

Go for dominance in a test of all-around event skills.

Freeride

Just roam or bust stunts wherever you want for an unlimited amount of time on any unlocked track or environment. This is a great way to practice.

Single Event Modes

In Single Event play you can further define your event choice by selecting a mode on the Single Event screen before selecting START.

Race Mode

This mode gives you the option to race against computer players or alone. You can set the AI competition's difficulty to NORMAL or EXPERT. Race is the default mode.

Lap Attack

Compete against your own best lap ghost. Make your first run. On your second or third lap, you will race against the ghost who appears as a replay of your fastest lap. Beat that ghost on the next lap and compete against a faster ghost on the next.

Free Ride

Select Free Ride to practice on any unlocked track/event/environment. Explore or practice without time limits or the distraction of opponents.

Championship (SINGLE PLAYER)

This is a competitive career. Use the Credits you win here as money to buy or unlock ATV's, parts, rider gear and tracks. Additional Multiplayer options and features become available after they are purchased or unlocked in Single Player Championship mode.

The Championship Select Menu

Select your championship here and keep track of your progress between events. This serves as a status screen throughout your quest for the championship.

EVENTS/DIFFICULTY —
Select the event you want. Note that you start a run at the championship with amateur status and at Normal Difficulty. A lock appears over events where you are not yet qualified to compete.

RACERS LIST — Check here after a race to see how you stacked up on points and position.

ROUND — Look here to see the total number of rounds you have raced in this event and how many there are total.

CREDITS — Event wins earn you Credits that are displayed at the lower right of the screen. Use Credits to buy high performance parts, new machines and more.

Race Results

Race results are listed by your profile name. Check your finishing position, total elapsed time for the race, best lap time and stunt score. If you broke a record in any category, the congratulations screen will appear.

CHAMPIONSHIP RESULTS — Get your finishing position and points for the event.

CAREER PROGRESSION SCREEN — View this to see how you met the requirements. You will be notified if you qualified for the next race. Depending on the race, you may have to finish in a certain position to qualify for the next race.

The Garage

Find the Garage on the ATV/Rider Menu that appears after you decide on your Championship event. Shop for parts, tune up your machine, switch ATV's, view career history, customize riding clothes, and more.

ATV Options Menu

Come here to change ATVs or work on your ATV. This includes shock and gear tune-ups, tire & part swaps, paint and logos.

CHANGE ATV — This is where you decide which ATV to use in an upcoming event. Each ATV is rated for Top Speed, Acceleration, Braking and Cornering.

TUNE — See “Tune-Ups” on page 13.

PARTS — Select parts to use on your ATV. You have already purchased these parts at the shop. See “Shop Menu” on page 20.

PAINT SHOP — See “Paint Shop” on page 19.

LOGOS — See “Custom Logos” on page 19.

Riders

View and change rider options.

RIDER GENDER — Select Male or Female.

GEAR — Select Jersey/Pants, Helmet, Goggles, Gloves and Boots. These are items you have already purchased from the Gear Shop.

NAME — This is the name that appears on your jersey. By default the rider name is your profile name. You can change it here.

NUMBER — This is your jersey number. By default it is “00”. You can change it to any number up to 99.

The Paint Shop

Use the Paint Shop to give that custom finish to either your ATV or Uniform. The paint shop option appears on both the ATV and Rider option menus.

1. Select the color option and press ✕ to display the palette.
2. Use the analog stick to select the color you want and press ✕.

- If you want your Uniform and ATV to match. Select either USE ATV COLORS on the Rider Paint Shop menu or USE RIDER COLORS on the ATV Paint Shop menu.
- Select STATUS COLORS to represent your online ranking as an Amateur, Pro or Champion.

Custom Logos

Select CUSTOM LOGOS on the Garage Menu.

Display your own brand identity with a logo you create in the Logo Editor.

Your logo is created in layers. You can have up to 10 layers.

1. Press the analog stick ⬆ / ⬇ to highlight a layer position and press ✕.
2. Press the analog stick ⬅ / ➡ to highlight a layer image and press ✕.
3. Use the analog stick to position your image.

- To resize the image, press and hold ✕ and use the analog stick.
- To rotate the image, press and hold L rotate left or R to rotate right.
- To skew the image, press and hold □ and press any direction on the analog stick.
- Change the color of the image by pressing ○, selecting the color you want and pressing ✕.
- To change the order of the image within your ten layers, press ✕ to edit and then press L or R to move the image.

4. When you are finished with the layer, press △, select another layer and repeat for the next layer.

To select and place your custom Logo or any other logo on an ATV or Rider:

1. Select ATVs or RIDERS from the Garage Menu. Then select LOGOS.
2. Select a position where you want to place the logo.
3. Press the analog stick ⬅ / ➡ to cycle through the logos and press ✕ to accept the logo.

Career History

Get the last word on your ATV Offroad Fury Blazin' Trails progress.

GAME STATUS — View all key data including your percentage of game completion, online ranking number of sponsors and more.

TROPHIES — View every trophy win by difficulty level and event.

Shop Menu

Make purchases with Credits won during Single Player Championship competition. Find the Shop Menu by selecting GARAGE from the ATV/Rider Menu. Buy ATVs, parts, rider gear, mini games, music videos and even tracks.

To make a purchase:

Select the item type you want. Press the analog stick ← / → to check out the merchandise and the price that appears right under your available Credits. If you want it and can afford it, press ✕.

Music Videos

Use credits to purchase music videos. Then play them by selecting MOVIES on the Options Menu.

The Enduro Waypoint Editor

Create your own Enduro courses on the same environments used in Pro and Amateur Enduro competitions.

- You can create up to three courses per environment.
- Environments must be unlocked before you can edit them.

Creating Your Course

1. Select WAYPOINT from the Single Player Menu to open the Waypoint Status Screen.

2. Choose a Track. On the Waypoint Status Screen, highlight TRACK and press ✕ to display the tracks. Press the analog stick ← / → to select an available track and press ✕.

3. Select a WAYPOINT race. Select WAYPOINT and press ✕ to display the races. Press the analog stick ↑ / ↓ to select a race and press ✕. You can create three different races per Enduro track.

4. Select START EDITING to begin editing close to the center of the environment. Press ✕ to generate your Starting gate.

5. Place a gate. Use the directional buttons to move the cursor (and gate) to any position in the environment. Rotate it by pressing L / R.

- If the gate color is yellow, you can place it by pressing ✕. You cannot place the gate if it is colored red: this means either the terrain is too uneven, you are trying to place the gate in water too deep or the gate is intersecting with an object, such as a barn. Once placed, the gate turns green. Repeat this process by moving the cursor to the next place you want to place a gate and pressing ✕.
- If you change your mind about a gate position, point at it with the cursor and press ✕ to take control of the gate then move it (you can select a gate when it is highlighted green). To leave it as it was, press ○. To delete it, press △.
- The first gate you place is larger than all others and is known as the start gate. You cannot delete the start gate after it has been placed, unless all other gates are deleted at the same time. The graphic accompanying the start gate shows where each bike will be positioned if the waypoint race is played in multiplayer mode.
- You can place up to 50 gates on any course.
- To cycle through all your gate positions, press L / R.

Test Drive and Save Your Course

Take a test drive. Press SELECT and test-drive your course to see if you like the position of the gates. You can only switch to test-drive if you are not in the process of placing a gate. Press SELECT again to return to editing anytime you want to make changes. Press START to pause, and select SAVE and SAVE again when prompted to save your new course.

The Pause Menu

RESUME — Continue play.

RESTART RACE — Start the event from the beginning.

AUDIO OPTIONS — Set Music Track and Sound FX volumes.

OVERLAY OPTIONS — Turn specific Heads-up Display features on the Game Screen ON / OFF. See the "Game Screen" on page 10 for a description of each.

RESTART OBJECTIVE (Freestyle Only) — Restart the Freestyle Objective event.

CHANGE OBJECTIVES (Freestyle Only) — Change the objective during a Freestyle event.

QUIT — Quit to the previous menu.

SKIP TRACK — Skips to the next song in your Juke Box play list.

Multiplayer

Go up against your friends using the PSP system's wireless abilities. Play some fun Mini-games against your friends or go head-to-head and take your best shot to be the first to the finish line.

NETWORK SETTINGS

You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes.

Ad Hoc Mode

Play against your friends using the PSP system's Wi-Fi abilities. You and some of your closest buddies can connect and complete a quick game.

Online Play Mode (Infrastructure)

Create or load your profile and go online via the Internet to play against other PSP users.

Note: Player responsible for Wi-Fi Fees.

GETTING ONLINE

1 On the Multiplayer screen, select ONLINE PLAY.

2. Select your connection. If you have more than one connection, select the one you want to use.

3. Read and agree to the Online User Agreement by pressing ✕. If you disagree, press △ to disconnect from the online service.

4. Complete the Login Details Menu.
   - **Set Name:** Sets the login name.
   - **Set Password:** Enter a password to login with.
   - **Save Password:** Password will be saved with the player's profile. It is not necessary to re-enter your password.
   - **Set Auto Login:** When the players profile is loaded at startup they will be asked if they want to login.
   - **Login:** Begins the login sequence.
   - **Set Date of Birth:** Enter Date of Birth (Required for Chat Mode).

5. If this is your first login with a new account, you will be prompted to create an account. Press ✕ to create the new account and login to the lobby server.

CONNECTION STATUS ICONS — These icons represent your current connection status and are located at the bottom left corner of the screen.

Connected to network. The signal strength is represented by the number of bars.

Disconnected from network.

GAME LIST

The Games List is where you'll find the list of multiplayer games currently being played Online. You can access this Game List by performing an Opti-Search (see "Online Play" on page 26 for more details).

Game Lobby

Once you join a game you will be brought to the Game Lobby. From here you can chat with other players, view cards, change game options (if you're the host of the Lobby), or ready up and prepare to race!

GAME LOBBY ICONS — These icons represent the status of each player in the Game Lobby.

- Player is not ready to start.
- Player is ready to start.
- Player is in the staging area.
- Player is setting up their options.
- Player is in race.
- Identifies the host.
- Online Status Rookie
- Online Status Bronze
- Online Status Silver
- Online Status Gold

See "Online Rank" page 25 for more details.

Tip: Certain tires work better on certain surfaces. The higher your tire rating, the better traction you'll get. Remember to observe which track the host has chosen and change your tires accordingly.

Online Community

Select this option from the Multiplayer Menu when you want to manage your Buddy List and check your stats. The login procedure is the same as for Online Gameplay.

ONLINE RANK

You are ranked as a Rookie, Pro, Amateur, or Champion based on your status on the overall scoreboards. To raise your ranking, improve lap times and overall stunt scores. Make it into the top 10% to gain Bronze status. If you are in the top 5%, you make Silver status. Gold status is reserved for the top 1% of competitors. You can apply these status colors to your ATV or Rider in the Paint Shop.

BUDDY LIST

The Buddy List allows you to manage ignored players, add or remove Buddies, message your Buddy, or find out the current race they're in.

SCOREBOARDS

Scoreboards is where your best times and your best stunt scores are posted. In addition, you can find the overall race and overall stunt scores where your best lap times and best stunt scores are averaged into an overall standing. Depending on how high you rank on these scoreboards will determine your online status (Rookie, Bronze, Silver or Gold).

WORLD BEST

Selecting World Best displays the world's best records. These are broken down into the top race times and stunt scores and can additionally be broken down further by best lap times and stunt scores on individual tracks and arenas.

WORLD GHOSTS

Selecting World Ghosts will display the top ten ghost laps for all tracks. This makes for excellent practice when bettering your online laps. If you beat one, you may post your Ghost as the new best lap to beat.

CHECK STATUS

Check Status will give you a good idea of where you stand with the other top riders. This screen displays your online rank (Rookie, Bronze Silver or Gold) and your standing on the overall race and stunt scoreboards.

CARD CONTENT

Cards represent new unlockable/downloadable content such as additional characters, ATVs, and rider gear. This feature is based on a card purchasing, sharing, and wining system. You can obtain cards in Single Player and Multiplayer.

Single Player

Players are awarded 1 random face card for creating a profile. In Championship Mode players will receive 1 face card for each of the first five races won and will receive 3 blank cards for all other races won.

Card Purchasing is available in Single Player. On the Main Menu select Card Content, Buy Cards options to purchase cards.

Multiplayer

Card sharing/copying is available in Ad Hoc play by viewing cards in the game lobby. View other player cards by highlighting their name in the lobby and press the L or R button.

Online Players receive cards by wining races.

1st place = 3 cards **2nd place** = 2 cards **3rd place** = 1 card.

NOTE: Players will only receive cards they DO NOT already have in their card content.

Blank Cards

The maximum number of blank card per profile is 100. Once a player has a maximum of 100 blank cards, the user must spend the cards before they will be allowed to receive more blank cards.

Black Cards can be used to purchase random cards or copy cards from other players. To purchase 1 random card player will need 10 blank cards for each face card purchased. Depending on the card rarity it will take 1 to 5 cards to copy cards in AD Hoc Play.

Ad Hoc and Online Play Options

Quick Search

This is the quickest way to get into an online game. Quick search takes you to the first available game lobby.

Opti-Search

Customize your game search.

GAME TYPE — Select ANY or define exactly what kind of game you want to play.

MAX PLAYERS — Search for a game with between two and four players including you.

CARD OPTIONS — Set On, Off or Any.

Create

Host your own game.

GAME TYPE — Create your game according to the features that are unlocked in your Player Profile.

MAX PLAYERS — Search for a game with between two and four players including you.

CARD OPTIONS — Set ON or OFF.

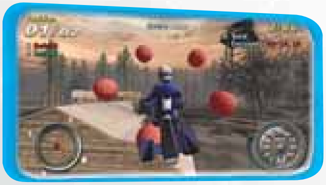
Buddy List

Search for games that your buddies are playing in.

The Mini Games

Play Mini Games in Multiplayer Mode. The games must be unlocked during Single Player Championship games. For Tag and King of the Hill, select any available track. Each player can visit the Garage Menu prior to the game. Press ◎ to make option changes. For team mini games, select either Blue or Red team by pressing the analog stick ⬅/➡.

Tag Ball



Find the blue spinning balls by using the Direction Arrow. Capture the balls and they change to your player color, the timer starts ticking and you are it! Keep possession of the balls as long as you can while pulling as many stunts as you can. You must have possession to score stunt points. Opponents track you down and hit you and take possession of the balls. The player who scores the most stunt points wins.

King of the Hills

Be the first to perform a stunt on a hill and you own it! That hill gets labeled as yours and displays your stunt points. You keep the hill until someone beats that score. Unclaimed hills display "Available." The winner owns the most hills at the end of the game. High scorer breaks a tie.

Hockey

Drive the puck toward the opponent goal by hitting it with your ATV. Score as many goals as you can within the time limit. Break a tie with uninterrupted play until a team scores.

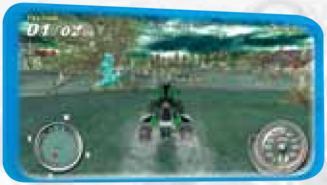
Basketball

Take possession by hitting the ball with your ATV. Press ◎ to shoot the ball at the basket. Hold down ◎ for a stronger shot. On defense, hit the ball handler to knock the ball loose. Break a tie with uninterrupted play until a team scores.

Soccer

Score the most goals within the time limit. Hit the ball with your ATV to take possession. Press ◎ to kick the ball for a goal or pass. Use the analog stick ⬇ to elevate the shot. On defense, hit the ball handler ATV to knock the ball loose. Break a tie with uninterrupted play until a team scores.

Graveyard Madness



Burn through the graveyard and chase down the ghosts in this all out free-for-all. The rider with the most ghosts at the end of the allotted time wins. Be careful to steer clear of your opponents and objects, as crashing will cause you to lose the ghosts you've collected.

GHOST VALUES

	Red Ghost **Red Aerial Ghost**	500 pts 600 pts		**Blue**	100 pts
	Purple **Purple Aerial Ghost**	300 pts 400 pts			

COLLISION WILL CAUSE YOU TO LOSE GHOST AT THE FOLLOWING RATE

Collision with world object

Player Score:

<2000	Nothing
2001-3000	1 BLUE Ghost lost (equal amount of points cut from score)
3001-5000	2 BLUE Ghosts lost (equal amount of points cut from score)
>5000	1 PURPLE Ghost lost (equal amount of points cut from score)

Collision with another player

Player Score:

<1000	1 BLUE Ghost lost (equal amount of points cut from score)
1001-2000	2 BLUE Ghosts lost (equal amount of points cut from score)
2001-3000	1 PURPLE Ghost lost (equal amount of points cut from score)
3001-5000	1 BLUE & 1 PURPLE Ghosts lost (equal amount of points cut from score)
>5000	1 RED Ghost lost (equal amount of points cut from score)

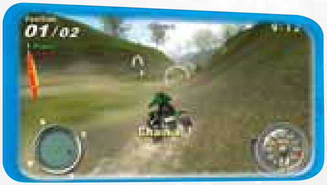
Treasure Hunt

Snatch up as many tokens as you can as fast as you can. The Direction Arrow points to token locations. Each token is worth cash: A Gold Token is worth $1000, Silver is worth $500 and a Bronze is $250. The game is over when time runs out. High scorer breaks the tie so pull some stunts.

Beach Tagger

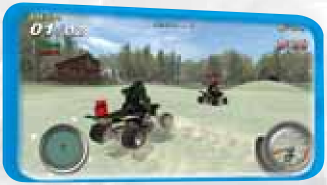
Competitors hit the beach in an attempt to out-tag each other. Pull off an insane stunt on a ramp and tag it as your own. Your tag stays put until someone can pull off a higher scoring trick. The winner is the one who has the most territory tagged at the end of the game.

Rings of Fire

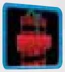


In this time-based mini game riders attempt to drive their ATVs through multiple rings and chain them together for huge points. For each successive ring you can drive through before the time multiplier runs out, the higher score you'll receive. The rider with the most points chained at the end of the game wins! Be on the look out, some rings will require you perform a trick to continue a chain.

Bomb Dodge



In this ultimate risk versus reward game, you grab a bomb and hold on to it for as long as possible, while your opponents attempt to take it from you. The longer you can keep the bomb, the more points you'll accrue. Use strategy to toss the bomb at your competitors at the last possible second before it detonates. Collecting special pick-ups can give you the upper hand or blow you into oblivion. The blinking dot on your radar indicates which player has the bomb.

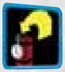


- PICKUP takes time away from the bomb countdown

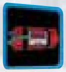
X PICKUP does not allow another user to throw the boom at you.

+ PICKUP adds time to the bomb countdown

BOOST PICKUP gives players ATV a boost



ARROW PICKUP allows player with the bomb to throw the bomb to another player without being near them



BOMB bomb on the back of the player that will explode

SONY COMPUTER ENTERTAINMENT AMERICA, PRODUCT DEVELOPMENT

Vice President of Product Development
Shuhei Yoshida

Director of Product Development
Jim Molinets

Producer/Product Development Manager
Felice Standifer

Associate Producer
Kyle Zundel

TOOL & TECHNOLOGY GROUP

Director Tools,Technology & Services
Buzz Burrowes

Tools & Technology
Jason Young

SCE-RT – ONLINE TECHNOLOGY GROUP

Game Integration Leads
Baylor Triplett
Mohammed Khan

Director Online Technology
Glen Van Datta

Senior Program Manager
Greg Becksted
Adam Harris
George Loukas

Online Gaming Operations

Product Development IT Director
Charles Connoy

Sr. Systems Administrator
Ron Andres

Sr. Database Administrator
Richard Bennett

Principal Systems Administrator
Chip Capelik

Network Operations Specialist
Keith Hutchinson

Network Operations Specialist
Kristin Igaki

Network Operations Specialist
Aaron Johnston

Network Operations Specialist
Jose Madrigal

Sr. Database Administrator
Michael Thompson

Network Operations Specialist
Rudy Wiley

Sr. Database Administrator
Madhukar Yedulapuram

SCEA AUDIO GROUP

Sound Design Manager
David Murrant

Senior Sound Designer
Tristan des Prés

Music Director
Chuck Doud

Music Supervisor
Chuck Carr

Music Supervisor
Victor Rodriguez

Music Production Coordinator
Tammy Tsuyuki

PRODUCT DEVELOPMENT FIRST PARTY QUALITY ASSURANCE

Director
Michael Blackledge

Senior Manager
Ritchard Markelz

Test Manager
Mike Veigel

Test Engineers
Greg Nichols
Scott Nyce

Quality Assurance Analysts
Tyler Everett
Mike Berberich

Analysts
Randy Icasas
Jonathan Morse
Charles Valentine
Jacob Rexius
Dan Newman
Devin Hill
John Romero
Arnold Graham
Joe Obezo
Mica Palomares
Jackie Sutherland
Jermaine Loyce
Eric Fishback
Art Tanega

Project Management

Supervisor
Eric Ippolito

Coordinator
Jason Coker

Assistant
Randall Lowe

QA Support

Manager
Ken Kribs

Test Tool Developers
Chris Depuydt
Jie Xu

Applications Manager
Kevin Simmons

Applications Admin
Christian Davis

Technology Projects Coordinator
Matt Harper

Online Support Technicians
Chris Cromwell
Mike Gallina

Quality Assurance Analysts
Derek Bauerman

CINEMATIC SOLUTIONS GROUP

Cinematic Creative Director
Scott McMahon

Production Supervisor
Brian Johnson

Creative Project Supervisor
Jeff Vargas

Editor
Jeff Vargas
Don Lacy

Motion Graphics Artist
Devin Olden

CG Supervisor
Greg Jung

CG Project Coordinator
Janelle Pitchford

Shaded Box Team
Joey Jones
Mike Franturn
Wira Winata
Jason Du

SONY COMPUTER ENTERTAINMENT AMERICA, MARKETING

Product Manager
Troy Mack

Director, Promotions
Sharon Shapiro

Director, Public Relations
Molly Smith

Public Relations Manager
Ron Eagle

Public Relations Specialist
Ryan Bowling

Director, Online & Direct Marketing
Steve Williams

Director of Brand and Market Strategy, PlayStation Online
Susan Nourai

Director, Creative Services
Ed DeMasi

Creative Services Manager
Jack Siler

Creative Services Specialist
TJ Consunji

POP Manager
Josh Bingham

Packaging & Manual Design
Origin Studios, SLC

Manual Writing
Greg Off, Offbase Productions

LEGAL & BUSINESS AFFAIRS
Lisa Lunger, Ninalei Morrision, Sue Nopar, Kirsten Costello, Jim Williams, Brian Fukuji, Mary Nappi, Stephanie Stroughter, Riley Russell

Special Thanks
We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of ATV Offroad Fury® Blazin' Trails with special recognition to the Executive Management team including:

Kaz Hirai
Andrew House
Jack Tretton
Jim Bass
Glenn Nash
Frank O'Malley
Steve Ross
Riley Russell
Shuhei Yoshida

CLIMAX GROUP

CEO
Karl Jeffery

President
David Schwartz

VP of Development
Franck De Girolami

Art Director
Jonathan Hales

Producer
Brett "B.J." Bigley

Lead Programmer
Andrew Grant

Senior Programmers
Dan Leslie, Rich Yandle

Programming
Balor Knight, Jeremy Moore, Brian Outlaw, David Tsuchiyama, Subba Rao Vadapalli Venkata

Design
Peter Bartholow

Lead Artist
Chris GottGetreu

Senior Artist
John Pearson

Art
Eva Krzeminski, Andrew Marquis

Special Thanks
Climax Racing,Michael Albelo, Daniel Chambers, Liz Clements, Derek Johnson, Chris McLeod

CLIMAX RACING

Directors
Tony Beckwith, Greg Michael, Nick Baynes, Craig Gabell

Team Lead
Jon Gibson

Producer
Stevie Holmes, Nick Rodriguez

Lead Programming
Andrew Grant

Programming
Allan Johns, Gavin Pugh, Iain Gilfeather, Jeremy Moore, Stuart Findlater, Tom Woodley, Adrian Flack, Baylor Knight

Lead Design
Jon Gibson

Design
Ian Hudson, Nick McGee, Mike Patrick, Trevor Moore, Iain White, Nick Wood, Randolph Planck

Lead Art
Paul Ayliffe

Art
Ben Devereau, Graham McCormick, Jez White, Joe Palmer, Marco Hallet, Paul Brierley, Paul Meston, Paul Shewan, Gylan Hunter, Steve Wilding, Stu Bugg

Climax TV
Nik Faulkner, Dan Porter

TRAINING LESSON VOICE

Blindlight
Casting and VO Production
Debi Mae West – Announcer

MUSIC

"Alive & Amplified"
Performed by The Mooney Suzuki. Written by James Jr., Tyler and The Matrix. © 2004 Electric Sweat / Silver Shamrock, Inc. administered by Spirit Two Music [ASCAP] and BMG Songs, Inc. / Graham Edwards Songs [ASCAP], Careers-BMG Music Publishing, Inc. / Lauren Christy Songs / Scott Spock Songs [BMI] Courtesy of Columbia Records by arrangement with Sony Music Licensing

"Bad Reputation"
Performed by Joan Jett Produced by Kenny Laguna Written by Joan Jett, Kenny Laguna, Ritchie Cordell and Marty Kupersmith. Careers-BMG Music Publishing, Inc. / Jett Pack Music [BMI]. Courtesy of Blackheart Records

"Beat Your Heart Out"
Performed by The Distillers Written by Brody Armstrong Published by Chrysalis Songs o/b/o Distilla Nation Music [BMI] (p) 2003 Reprise Records Courtesy of Warner Bros. Records Inc. by arrangement with Warner Strategic Marketing

"Burn You Down"
Performed Dirty Americans Produced by Paul Ebersold. Mixed by Skidd Mills and Paul Ebersold Written by Dirty Americans and Paul Ebersold © 2003 R2 Songs [BMI] c/o Robot of the Century Music B.V. and Sony / ATV Songs LLC [BMI] (p) 2003 The All Blacks B.V. From the Roadrunner Records album Strange Generations

"Cold Rock Ya Body"
Performed by Mr. Natural Written by Gez Dewar Courtesy of Reverb Music / XL Talent Partnership © & (p) 2004 Sony Computer Entertainment America Inc.

"Cows"
Performed and written by Spiderbait © 2004 Sony / ATV Tunes LLC [ASCAP] Courtesy of Universal Music Australia under exclusive license to Interscope Records under license from Universal Music Enterprises

"Defeat U (Instrumental)"
Performed by Soulfly Produced by Max Cavalera. Mixed by Terry Date Music by Max Cavalera © 2004 Roadblock Music, Inc. c/o BMG Songs, Inc. [ASCAP] (p) 2004 The All Blacks B.V. From the Roadrunner Records album Prophecy

"Dive Bomb"
Performed by Red Tape Produced and mixed by Amir Derakh Written by Jeff Jaworski © 2003 Zomba Enterprises, Inc. / Insomniac Dojo Music [ASCAP] (p) 2003 The All Blacks B.V. From the Roadrunner Records album Radioactivist

"Do You Know (Knife In Your Back)"
Performed by KillRadio Written by B. Jordan and T. Bondy © 2004 Delinquent Songs [BMI] and Jesus and Andy Music [BMI] Courtesy of Columbia Records by arrangement with Sony Music Licensing

"Duality"
Performed by Slipknot Produced by Rick Rubin. Mixed by Greg Fidelman Written by M. Shawn Crahan, Paul Gray, Nathan Jordison, James Root, Corey Taylor and Sid Wilson © 2004 EMI April Music Inc. and Music That Music All rights controlled and administered by EMI April Music Inc. [ASCAP] (p) 2004 The All Blacks U.S.A., Inc. From the Roadrunner Records album Vol. 3 (The Subliminal Verses

"Easy Comes"
Performed by Thornley Produced by Gavin Bown. Mixed by Joey Moi Written by Ian Thornley © 2004 EMI April Music (Canada) Ltd. [SOCAN] / Thorninmyside [ASCAP] administered by EMI April Music Inc. [ASCAP] and Warner-Tamerlane Publishing Corp. [BMI] / Anesthetic Publishing, Inc. [SOCAN] administered by Warner-Tamerlane Publishing Corp. [BMI] (p) 2004 The All Blacks B.V. From the Roadrunner Records album Come Again

"A Favor House Atlantic"
Performed and written by Coheed And Cambria Published by Point Me To The Sky, Michael The 4 Tracker, The Bag Online Adventures and Stanley Magio [SESAC] Courtesy of Equal Vision / Columbia Records by arrangement with Sony Music Licensing

"Golden"
Performed by Red Tape Produced and mixed by Amir Derakh Written by Jeff Jaworski © 2003 Zomba Enterprises, Inc. / Insomniac Dojo Music [ASCAP] (p) 2003 The All Blacks B.V. From the Roadrunner Records album Radioactivist

"It's Gonna Be A Long Night"
Performed by Ween Written by D. Ween and G. Ween © 2003 Browndog Music [BMI] Courtesy of Sanctuary Records Group

"Kill Pop"
Performed by Future Leaders Of The World Written by P. Tayler © 2004 Industry Standard [ASCAP] Courtesy of Epic Records by arrangement with Sony Music Licensing

"Make You Believe"
Performed by Future Leaders Of The World Written by P. Tayler © 2004 Industry Standard [ASCAP] Courtesy of Epic Records by arrangement with Sony Music Licensing

"Mightier Than The Sword"
Performed by Borialis Written by R. Dahrouge © 2004 Ink Slinger Music [ASCAP] Courtesy of Capitol Records under license from EMI Film & Television Music

"Motown Never Sounded So Good"
Performed by Less Than Jake Written by Fiorello, Demakes & Manganelli © 2003 Sarcastic Sugar Music [ASCAP] (p) 2003 Warner Bros. Records Inc. Courtesy of Warner Bros. Records Inc. by arrangement with Warner Strategic Marketing

"On And On"
Performed by Steriogram Written by Jacob Adams, Brad Carter, Tyson Kennedy, Jared Wrennall and Tim Youngson © 2004 EMI April Music Inc. and Thirtysixninetynine, LLC All rights controlled and administered by EMI April Music Inc. [ASCAP] Courtesy of Capitol Records under license from EMI Film & Television Music

"Opportunistic Girl"
Performed by Boss Martians Written by E. Foster © 2003 Tuneloom Music [BMI] and Vulnavia's Ride Music [BMI] administered by Bug Music, Inc. Courtesy of MuSick Recordings

"Permanent"
Performed by Acceptance Written by Jason Vena © 2004 Lost For Words [ASCAP] Courtesy of Militia Group / RED by arrangement with Sony Music Licensing

"Predictable"
Performed by Good Charlotte Written by Benji Madden and Joel Madden © 2004 EMI Blackwood Music Inc. and Dead Executives Publishing All rights controlled and administered by EMI Blackwood Music Inc. [BMI] Courtesy of Epic Records by arrangement with Sony Music Licensing

"Rollercoaster"
Performed by Keith Urban Written by Keith Urban and Matthew Rollings © 2004 Coburn Music Inc. / Guitar Monkey Music [BMI] (administered by Ten Ten Music Group, Inc.) and Zesty Zack's Music [BMI] Courtesy of Capitol Nashville under license from EMI Film & Television Music

"Rollin' On"
Performed by Mr. Natural Written by Gez Dewar Courtesy of Reverb Music / XL Talent Partnership © & (p) 2004 Sony Computer Entertainment America Inc.

"Salami Fever"
Performed by Pepe Deluxé Written by P. Malmstrom and J. Salo © 2003 Catskills Music Publishing Ltd. Courtesy of Emperor Norton Records / Ryko and Catskills Records Ltd.

"Schmack!"
Performed by Steriogram Written by Jacob Adams, Brad Carter, Tyson Kennedy, Jared Wrennall and Tim Youngson © 2004 EMI April Music Inc. and Thirtysixninetynine, LLC All rights controlled and administered by EMI April Music Inc. [ASCAP] Courtesy of Capitol Records under license from EMI Film & Television Music

"Skin Receiver"
Performed by Auf Der Maur Written by Melissa Auf Der Maur and Steve Durand © 2003 Figby Music and Spitunia Music [ASCAP] Courtesy of Capitol Records under license from EMI Film & Television Music

"So Far Away"
Performed and written by Crossfade © 2004 Sony / ATV Tunes LLC [ASCAP] Courtesy of FG Records / Columbia Records by arrangement with Sony Music Licensing

"So Long As We Keep Our Bodies Numb, We're Safe"
Performed by Midtown Written by Gabriel Saporta, Rob Hitt, Tyler Rann and Heath Saraceno Published by Midtown Rock Music [ASCAP] Courtesy of Columbia Records by arrangement with Sony Music Licensing

"Squeeze"
Performed by Robert Randolph and The Family Band Written by Robert Randolph and Danyel Morgan © 2003 Happy Fingers Too Publishing All rights controlled and administered by EMI Blackwood Music Inc. [BMI] (p) 2003 Warner Bros. Records Inc. Courtesy of Warner Bros. Records Inc. by arrangement with Warner Strategic Marketing

"Stay Down Sucka"
Performed by Jason Nevins Written by Jason Nevins Nevco Music Administered by Careers-BMG Music Publishing, Inc. / BMG Music Publishing International Ltd. [BMI] Courtesy of Sanctuary Records Group Limited

"Surrender"
Performed by Less Than Jake Written by Rick Nielsen © 1978 Screen Gems – EMI Music Inc. and Adult Music All rights controlled and administered by Screen Gems – EMI Music Inc. [BMI] (p) 2003 Warner Bros. Records Inc. Courtesy of Warner Bros. Records Inc. by arrangement with Warner Strategic Marketing

"Tug-O-War"
Performed by Chevelle Written by Pete Loeffler, Samuel Loeffler and Joseph Loeffler © 2004 Warner-Tamerlane Publishing Corp. [BMI] and Pay Your Dues Through Music [BMI]. All rights administered by Warner-Tamerlane Publishing Corp. Courtesy of Epic Records by arrangement with Sony Music Licensing

"Waiting For The Heavens"
Performed by Eighteen Visions Written by J. Hart, K. Barney, K. Floyd and M. Morris © 2004 Chrysalis Music / Lopan Publishing [ASCAP] Courtesy of Trustkill Records by arrangement with Sony Music Licensing

"We Still Kill The Old Way"
Performed by lostprophets Written by Michael Lewis, Ian Watkins, Richard Oliver, Stuart Richardson, Lee Gaze And Michael Chiplin © 2004 EMI April Music Inc. and Goonies Never Say Die All rights controlled and administered by EMI April Music Inc. [ASCAP] Courtesy of Columbia Records and Visible Noise Limited / SINE, a division of Sony Music Entertainment (UK) Ltd. by arrangement with Sony Music Licensing

"Wild Ride"
Performed by Bootsy & Friends Featuring D-M.A.U.B. Written by Bootsy Collins, DonErrick Harper (D-M.A.U.B.) and Morris Mingo © 2004 Mash-a-Mugg [BMI] Courtesy of RipTide Music

FOR ALL SONGS: All Rights Reserved. International Copyright Secured. Used by Permission. Not for Broadcast Transmission. DO NOT DUPLICATE.

WARNING: It is a violation of Federal Copyright Law to copy, duplicate or reproduce this Program or any portions of this Program or to synchronize this Program with video tape or film or to print the Compositions embodied in this Program in the form of standard music notation without the express written permission of the copyright owner.

The communication function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see **http://www.scei.co.jp/psp-license/pspnet.txt**

ONLINE USER AGREEMENT

Game Experience May Change During Wireless Play.

PLEASE READ THE ENTIRE AGREEMENT AND INDICATE WHETHER OR NOT YOU AGREE TO ITS TERMS BY CLICKING THE "ACCEPT" OR "DECLINE" BUTTON AT THE BOTTOM OF THIS SCREEN. IF YOU CLICK THE "DECLINE" BUTTON YOU WILL NOT BE ABLE TO PLAY THE ONLINE VERSION OF THIS GAME. CHECK WITH SONY COMPUTER ENTERTAINMENT AMERICA INC. ("SCEA") CONSUMER SERVICES AT 1-800-345-7669 WITHIN 30 DAYS OF YOUR PURCHASE FOR REFUND OR RETURN INFORMATION. PLEASE HAVE YOUR PURCHASE RECEIPT AVAILABLE.

1. ACCEPTANCE OF AGREEMENT. This Agreement can be accepted only by an adult 18 years or older. By clicking the "ACCEPT" button, you affirm that you are an adult 18 years or older and you are accepting this Agreement on your own behalf or on behalf of your minor child (under 18).

2. GRANT OF LICENSE. SCEA grants you a non-exclusive right to use this software for play on a PlayStation®2 computer entertainment system only. You may not (i) rent, lease or sublicense the software, (ii) modify, adapt, translate, reverse engineer, decompile or disassemble the software, (iii) attempt to create the source code from the object code for the software, or (iv) download game content for any purpose other than game play. You may, however, transfer all your rights to use the software to another person provided that you transfer the original product and this Agreement with the software.

3. AUTHENTICATION/SERVICE. SCEA may retrieve information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. SCEA does not guarantee the continuous operation of the game servers and shall not be responsible for any delay or failure of the game servers to perform. In the event of a systems incompatibility or inoperability, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console, or peripherals at the option of SCEA. SCEI, SCEA and their affiliates shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect wireless game play or access thereto.

4. COLLECTION OF INFORMATION. Before you can play, you will be asked to create an account with a user, player or other game name ("game name") and password. You may also be asked to select or provide additional information for a game profile. This information will not identify you personally. You agree that this non-personally identifying information may be provided to any tournament website which is established by SCEA or its partners in connection with this game. Such information will not be displayed on any tournament site without your permission and agreement to participate in the tournament.

5. PROTECTION OF IDENTITY. When you choose a game name, choose an alias to protect your identity. Avoid using any part of your game name in your password. When you choose a password, choose a unique combination of letters and numbers that is unrelated to your game name or to any information you may share with other players in the game. SCEA will not ask you for your password and you should not provide this information to any third party. This game will save your game name, profile and password automatically. If your game name is inactive for an extended period your account may be deactivated. To inquire about a deactivated account, please contact SCEA Consumer Services at 1-800-345-7669. You agree that you have no expectation of privacy or confidentiality in the personal information you may intentionally or unintentionally disclose through login, game play and chat. You should avoid saying anything personally identifying in chat. SCEA has no liability for any violation of this Agreement by you or by any other player.

6. ONLINE CONDUCT. When you play, you agree to be respectful of your fellow players and never to engage in any behavior that would be abusive or offensive to other players, disruptive of the game experience, fraudulent or otherwise illegal. This includes but is not limited to:

(a) Harassing or intimidating other players while chatting or playing this game online or using information obtained while chatting or playing this game to harass or intimidate fellow players outside of the game;

(b) Using language, selecting user, character, clan or team names or creating any other content including, but not limited to your ATV rider icon, that is racially, ethnically or religiously offensive, sexually abusive, obscene, defamatory or one which infringes a registered trademark of SCEA or 3rd Party;

(c) Selecting as a user, character, clan or team name any word, symbol or combination of words and symbols which is identical to or substantially similar to any character, weapon, vehicle or other intellectual property element owned by SCEA which appears in this game or any other SCEA game;

(d) Using content that is commercial in nature such as advertisements, solicitations and promotions for goods or services;

(e) Falsely representing that you are an employee of Sony Corporation, Sony Computer Entertainment America, or any other affiliated or related company;

(f) Disrupting the normal flow of chat in game chat rooms;

(g) Making a false report of user abuse to SCEA Consumer Services (see below);

(h) Violating any local, state or national law including but not limited to laws related to copyright, trademark, defamation, invasion of privacy, identity theft, hacking and the distribution of counterfeit software;

(i) Using a cheat code or cheat device. For a detailed explanation of the SCEA policy on cheating visit www.us.playstation.com/onlinecheating.

If you violate this Agreement in any manner, SCEA may at its discretion and without notice to you temporarily or permanently block your account in this game and any related games. In appropriate cases, SCEA may bring legal action against you or cooperate in any government or private legal action or investigation relating to your conduct within the game. To report violations of this Agreement or to inquire about a blocked account, call SCEA Consumer Services at 1-800-345-7669. SCEA has no liability for any violation of this Agreement by you or by any other player.

7. INTELLECTUAL PROPERTY RIGHTS. All title and intellectual property rights in and to the content of this software is the property of the content owner(s) and may be protected by applicable copyright and other intellectual property laws and treaties. This Agreement grants you no ownership rights in such content. All rights not expressly granted are reserved by SCEA.

8. WARRANTY/DISCLAIMER. SCEA WARRANTS TO THE ORIGINAL PURCHASER OF THE GAME DISC THAT THE DISC IS FREE FROM DEFECTS IN MATERIALS AND WORKMANSHIP FOR A PERIOD OF NINETY (90) DAYS FROM THE DATE OF PURCHASE. SEE GAME MANUAL FOR LIMITED WARRANTY DETAILS. EXCEPT AS PROVIDED HEREIN, THE GAME DISC, SOFTWARE AND ALL RELATED SERVICES ARE PROVIDED "AS IS" AND, TO THE MAXIMUM EXTENT PROVIDED UNDER LAW, SCEA DISCLAIMS ALL WARRANTIES OF ANY KIND, WHETHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. Without limiting the foregoing, SCEA does not promise that this software will work properly with any memory card storage or other peripheral device that has not been manufactured or licensed by SCEA or a related company. To insure compatibility use only PSP™ licensed or approved products. Additionally, SCEA does not guarantee that you will be able to play this game through WiFi connectivity at any time you want. From time to time, there may be problems related to availability, access, delay and failure to perform that are beyond the immediate and reasonable control of SCEA. In the event of a dispute regarding the WiFi functionality of this software, you agree that the sole liability of SCEA and its affiliated companies will be limited to repair or replacement of the game software at SCEA's option. SCEA may, at its sole discretion, discontinue hosting of the game server at any time. SCEA has no liability for such discontinuance.

9. MODIFICATION. SCEA at its sole discretion may modify the terms of this Agreement at any time. You are responsible for reviewing the terms of this Agreement each time you login to play. By accepting this Agreement and by playing the game online, you agree to be bound by all current terms of the Agreement. To print out a current copy of this Agreement using your computer, go to www.us.playstation.com/support/useragreements.

10. MISCELLANEOUS. This Agreement shall be construed and interpreted in accordance with the laws of the State of California applying to contracts fully executed and performed within the State of California. Both parties submit to personal jurisdiction in California and further agree that any dispute arising from or relating to this Agreement shall be brought in a court within San Mateo County, California. If any provision of this Agreement shall be held invalid or unenforceable, in whole or in part, such provision shall be modified to the minimum extent necessary to make it valid and enforceable, and the validity and enforceability of all other provisions of this Agreement shall not be affected thereby. This Agreement constitutes the entire agreement between the parties hereto related to the subject matter hereof and supercedes all prior oral and written and all contemporaneous oral negotiations, commitments and understandings of the parties, all of which are merged herein.

HOTSPOT AND INTERNET SERVICE PROVIDERS. SCEA and its affiliated companies are not affiliated with any of the Internet service providers (ISPs) or Hotspot Operators (collectively "Service Providers") that you may connect to when you wirelessly access the internet and are not responsible for any damages or injury arising from or related to your use of these services. When you access an ISP through a Hotspot you are providing information directly to the Service Provider and not to SCEA. This information is collected by the Service Provider and is not shared with SCEA. SCEA does not control the Service Provider's use of the information you provide. Before wirelessly accessing the Internet you should carefully read the Service Provider's advertisements, user agreements/terms and conditions and privacy policy carefully. If you are unclear whether your use of the Service Provider's service may involve charges or whether all of the Service Provider's advertised features will be available through the PSP system, or if you have any other questions concerning their services, please contact the Service Provider directly.

LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) daysto either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY (7669) to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.